

DERBY



Exciting Horse Racing

by
BiTaction

DERBY

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BiTaction

P.O. Box 10938

St. Louis , Mo. 63135

If disk should get damaged or mutilated return to BiTaction with \$5.00 to cover handling and we will send you a new Derby disk.

INTRODUCTION

DERBY is a close simulation of what transpires at the thoroughbred race track. You will have the opportunity to experience the joys and FRUSTRATIONS of betting on the outcome of the Sport of Kings.

For the afficianado, DERBY will give the opportunity to sharpen their betting skills without the risk of endangering the pocket book.

For the neophyte here is an opportunity to learn the ins and outs of wagering. How to handle money at the track is usually the key to success. The novice will also enjoy the excitement of a horse gaining in the stretch to win, or the frustration of the leader quitting in the stretch only to be beaten by a long shot that suddenly decided he wanted to run today.

The racing day consists of 10 races. There will be a variety of betting permitted with multiple bets allowed. Each player will start with \$200. If at the end of 10 races you are not broke you may continue on with your bankroll intact for the next days racing. Enjoy a weeks worth of racing in one session...GOOD LUCK!!!!!!

GLOSSARY

Before entering the race track you should be familiar with some racing terminology.

BET

A wager on the outcome of a race.

DAILY DOUBLE

A type of wager which is a single bet wherein you must pick the winner in the first two races. The pay-off is in proportion to the odds of the individual winners, and can be quite large.

ENTRY

A horse which is running in a race.

INQUIRY

A judgement call on the part of the stewards or judges. This could be a foul observed or some infraction of the racing rules. When an Inquiry is posted on the tote board the numbers of the horses involved will be flashed. If the inquiry goes against the horse in the higher finish order he will be set down one or two places, depending on the severity of the infraction.

JOCKEY

Usually a small person in the neighborhood of 100 lbs who has the physical and mental ability to manage a 3/4 ton animal running at full tilt around a dirt oval.

KING

What it seems one must be in order to own and wager on horses. Must be why it is named the Sport of Kings.

HIT THE BOARD

Same as in the money except that the fourth placing position is usually posted on the tote though there is no betting payoff.

IN THE MONEY

When a horse places either first, second or third he is considered to be in the money. These are the finish positions that pay off to the bettor.

PLACE

A horse that finishes second in a race is said to Place.

PERFECTA

A type of wager found in the seventh race in Derby. The bettor must select the horse that finishes first and the horse that finishes second in that order. This is one bet and as in the Daily Double can pay off handsomely.

QUINELLA

Similar to the Perfecta except that the two horses you pick can finish either first or second or in the reverse order. The order of finish is not important except that they finish as the top two horses. In Derby the Quinella will be bet in the 5th race.

SHOW

When a horse finishes third in a race he is said to Show.

TRACK CONDITION

The surface of a race track varies with weather conditions. A fast track is evident during periods of dry weather and is the normal condition you expect. Good is a little less than fast and is expected when the track is drying out after a rain. Sloppy occurs when rain has fallen and the water puddles on the surface. Horses will run slower on a sloppy track. Heavy, Slow and Muddy are the worst conditions. The surface is usually mucky and slows the horses down considerably. It should be noted there are some horses who favor off track conditions. Many a horse with sore legs has run like a champion in the soft going of off tracks.

TRIFECTA

The ultimate in large payoffs. This type of betting can be found in the tenth race in Derby. The final chance for the big hit of the day. The get even race. This is one wager as in the Perfecta, except now you must not only pick the horse that wins and places, but you must also pick the horse which will come in third. Thus you must select 3 horses all in the proper order of finish. This one pays off BIG !!

PLAYING THE GAME

LOADING

Load tape cassette in the normal manner. Type LOAD then return with the tape playing. DERBY will come up running.

The DERBY disk should be used to boot. Leave disk in drive for duration of game.

Once the preliminary shenanigans are over you will be asked to enter players names.

Next there will be a slight delay while the computer makes up the next race.

RACE #1		2 MIN. TO POST		FAST
NO.	HORSE	ODDS	JOCKEY	WT
1	NATIVE DANCER	29:1	CROOK	112
2	FOREGO	7:1	HARTACK	105
3	STYMIE	8:1	ARCARD	118
4	MAJESTIC PRINCE	5:1	ASMUSSEN	105
5	BEETLE BOMB	2:1	GALL	115
6	COUNT FLEET*	1:1	LONGDEN	104
7	WAR ADMIRAL	1:1	FIRES	112
8	KELSO**	2:1	BAEZA	128

*** 1-8-4 ***

PLACE YOUR BETS

A BANKROLL..\$200.00

W-1 P-2 S-3 WPS-4

JOCKEY RATINGS

1. HAWLEY
2. HERNANDEZ
3. GALL
4. CAUTHEN
5. FELL

FIG 1

When all the names of the players have been entered there will be a slight delay while the computer calls the horses for the next race.

Fig.1 is the display you will see next. This will be your program. The race number is in the upper left corner. It will give you information on the race and the individual horses which you will use to handicap the race. Your selection will be based on your analysis of this data.

HANDICAPPING

There are four significant handicapping factors to be considered when making your selection of a horse to bet. The running of the race is based on the values of these factors plus the computer injects a ' little racing luck '. Theoretically as in real racing the horse which has the highest number of favorable factors should easily win, but here is where the vagueries of horse racing show up. A dull horse suddenly feels his oats and wins a race. As in actual racing, Derby favorites win about 33% of the time and are in the money about 85% of the time.

HANDICAPPING FACTORS

1. THE ODDS...The lower the odds on a horse i.e. 1:1, which means for every unit bet you win a unit, the better runner the horse is assumed to be. If a horse has odds of 20:1 he will pay 20 units for every unit bet, however it assumes that he will not be too swift. So the lower the odds the better chance the horse has of winning.

2. WEIGHT...The weight carried by a horse is the weight of the saddle and the weight of the jockey. The theory is in order to make horses equal in a race they are assigned more or less weight according to their ability.

The assumption being that the more weight a horse carries the slower he will run. In Derby weight will indeed slow a horse down to varying degrees depending on the amount he carries. This is an important handicapping feature.

JOCKEY There are good and bad jockeys. In Derby you will have your share. The jockey ratings are shown in the lower right hand of the screen in Fig. 1. The rated jockeys will have an influence as to how well a horse runs. The top rated jock will of course have the most influence. The non rated jockeys will have no influence, good or bad on the way their horses run.

TRACK CONDITION Track condition is given in the display, Fig. 1, in the upper right corner and will change with each race. Weather conditions are very variable here at Horsey Downs. Some horses like to run on off tracks, surfaces other than fast. These horses are identified by the asterisk after their name. The more stars behind his name the better he will run on a wet track. He will not run better or worse than other horses on a fast track.

NOW you have all the facts, good handicapping and GOOD LUCK.

BETTING

DAILY DOUBLE This is a bet on the outcome of the first and second races. You must have the winner of both races to collect the Daily Double payoff. When you are asked if you wish to play the daily double you will answer Y or N. If you select not to play then the betting proceeds to the straight Win, Place & Show betting. If you select to play the Double you will be asked to pick a horse in the first race to win. The second race will then be displayed

and you will be asked for your selection to win in the second race. Then you will be prompted for the amount you wish to bet. If you desire to play all the horses in either race with one selection in the other race (wheeling) then enter a 9 for you selection in the race which all the horses are to be played. This will cost 8 times the amount of one bet. You may play as many as 20 Daily Doubles.

QUINELLA This is a bet in the fifth race. You must select the two horses that finish first and second. The order of finish is unimportant as long as the the two horses you select are the first two to finish in the race. This is one bet and you may play as many as 9 Quinellas.

PERFECTA The Perfecta is bet in the 7th race. The bet is similar to the Quinella except that the two horses you select must finish in the order that you designate. The horse you pick first must finish first and the horse you pick for second must finish second. This is one bet and you may play as many as 9 Perfectas.

TRIFECTA This is a bet in the 10th race, the get even bet. It is similar to the Perfecta except that you now have to not only pick the first two horses but also the horse to finish third. All must finish in the order that you designate. This is one bet and you may play as many as 9 Trifectas.

STRAIGHT BETS On each race you may make a bet for a horse to Win, Place or Show. To play a horse to win enter the no. 1 then amount of bet. For place enter 2 and for show enter 3. If you desire to play a horse to Win, Place and Show then enter 4. This latter bet is three wagers.

RUNNING THE RACE

After the last bet is made the race track will be displayed. When the bell rings a horse will spring out of the gate then another and so on. The last part of the race is designed so that horses that are behind the leaders may start to close the gap. When a horse crosses the finish line his number will be posted on the tote board in the proper order of finish. The race concludes when the third horse crosses the finish line. The time of the running of the race is also posted on the tote. This is a psuedo time and is just dressing.

After the race is finished a closeup of the payoff part of the tote is on the screen. The payoffs are then posted if the race is official. If an inquiry or objection is posted then the winner may be disqualified.

The computer now searches each players bets for a winner and will post the amount won or lost on a bet if the horse has place. You will then be asked for new players or players who want to quit. Then the next race is posted.

REVIEW If at any time you are asked if you want to make another bet or at the end of the race when you are asked if you want to bet another race, you answer with an R you will get a review of all the bets you have made for that race.

CARRY OVER If at the end of ten races you wish to keep your bankroll and play again just answer yes to the query Do you want to play again.

